

**HIGH QUALITY AND HIGH PERFORMANCE THREE-DIMENSIONAL GRAPHICS
ARCHITECTURE FOR PORTABLE HANDHELD DEVICES**

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ABSTRACT OF THE DISCLOSURE

A high quality and performance 3D graphics architecture
10 suitable for portable handheld devices is provided. The 3D
graphics architecture incorporates a module to classify
polygons by size and other characteristics. In general,
small and well-behaved triangles can be processed using
"lower-precision" units with power efficient circuitry
15 without any quality and performance sacrifice (e.g.,
realism, resolution, etc.). By classifying the primitives
and selecting the more power-efficient processing unit to
process the primitive, power consumption can be reduced
without quality and performance sacrifice.